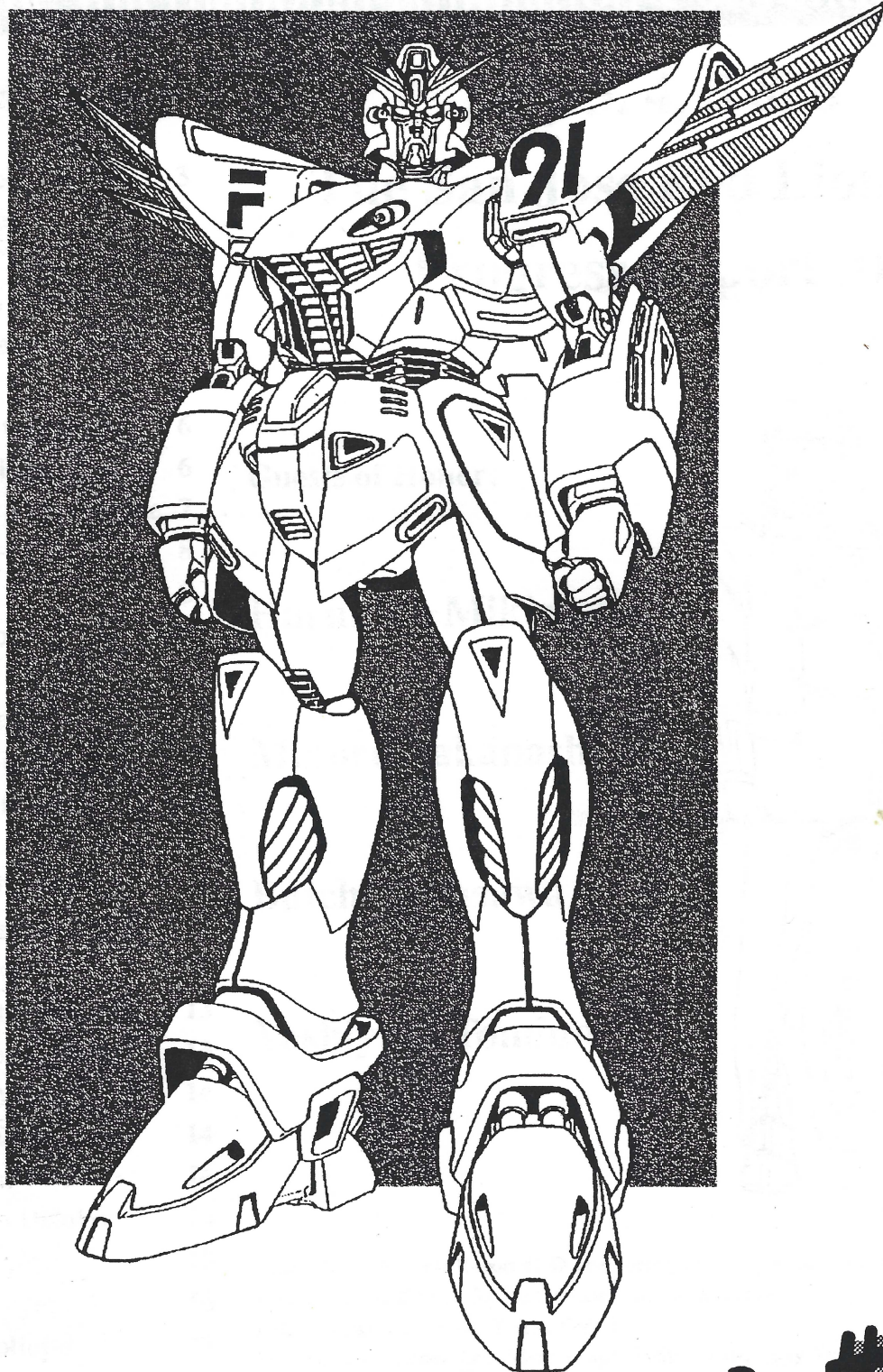


# Anime Expo '92

The International Animation Convention



# Progress Report #1







The Society for the Promotion of Japanese Animation in association with the Founders of Cal-Animage, CA West, U.S. Renditions, L.A. Hero, Viz, AnimEigo and Animag present:

# Anime Expo '92

The International Animation Convention

## TABLE OF CONTENTS

Who We Are	3
Who We Aren't	3
Registration Info	4
Membership Rates	4
Associate Memberships	4
Air Travel	5
Bay Area Attractions	6
Local Amenities	6
Home Away From Home	7
Con Suite	8
Parties	8
Dealers' Room	9
Art Show	9
Guests of Honor	10
American Guests	11
Live Programming	12
Autographs	12
Expo Film Festival	12
Anime Reference Guide	12
Video Tracks	12
Expo Industry Awards	13
Karaoke Competition	13
Costume Contest	14
GoH Banquets	14
Anime Game Show	14
Music Video Display	14
Volunteer Info	15
Volunteer Form	16
Weapons Policy	17
Anime Expo Survey	18
Credits	19

July 3, 4, 5 & 6

The San Jose Red Lion Inn

## Progress Report #1

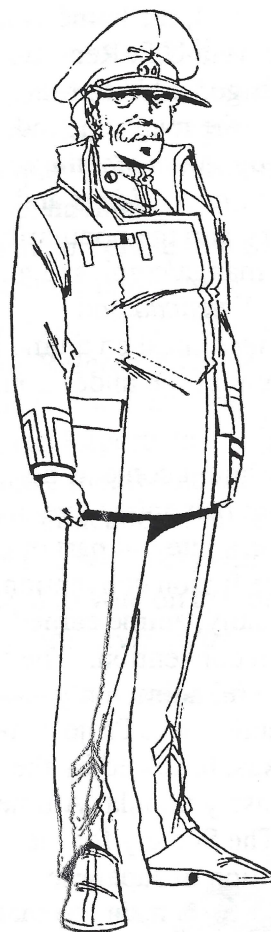
Guests of Honor:

Haruhiko Mikimoto

Minoru Takanashi

Buichi Terasawa

Yoshiyuki Tomino



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All art and text © SPJA for the respective editors and artists.

Editors: Mike Tatsugawa, Teresa Vergel

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Special Thanks to Bandai, Larry Mann, Haruhiko Mikimoto, Buichi Terasawa,

U.S. Renditions and Danny Uyeno for their Art Contributions



# I n t r o d u c t i o n

## WHO WE ARE

Anime (Japanese animation) has been a popular form of science fiction medium for several decades in Japan. From Japan, anime quickly spread throughout Europe and the United States. Many people never realized that many of their favorite childhood TV shows (e.g., *Kimba*, *Speed Racer*, *Star Blazers* and *Robotech*) had Japanese origins. In the 1980's the spread of anime into theaters (e.g., *Akira*, *Laputa* and *Castle Cagliostro*), the home video market (via U.S. Renditions, AnimEigo and U.S. Manga Corps), the magazine industry (*Animag*, *Animenominous*, *Protoculture Addicts* and *V.Max*), and the popularity of many manga/comics (e.g., *Akira*, *Nausicaa* and *Appleseed*) pushed anime to the forefront of the underground culture.

It should come as no surprise that anime eventually became an integral part of every science fiction convention. Eventually, anime earned itself its own convention. The first successful anime-only convention was Project A-Kon in Texas, followed by the immensely popular AnimeCon '91. The Society for the Promotion of Japanese Animation is trying to maintain this tradition of quality through its first convention - Anime Expo '92.

Who is the Society for the Promotion of Japanese Animation? Aside from a group with a VERY long name,

the SPJA is a non-profit trade board representing the anime industry and fandom. Formed in 1992 with the idea of unifying the entire anime industry and providing for its expansion and promotion of anime in the United States, the SPJA's first task was to begin planning an annual exposition to allow fans and the industry to meet and communicate. With a cross-section of industry leaders and important fans on the board of directors, the SPJA is always seeking to satisfy the needs of both fans and the industry.

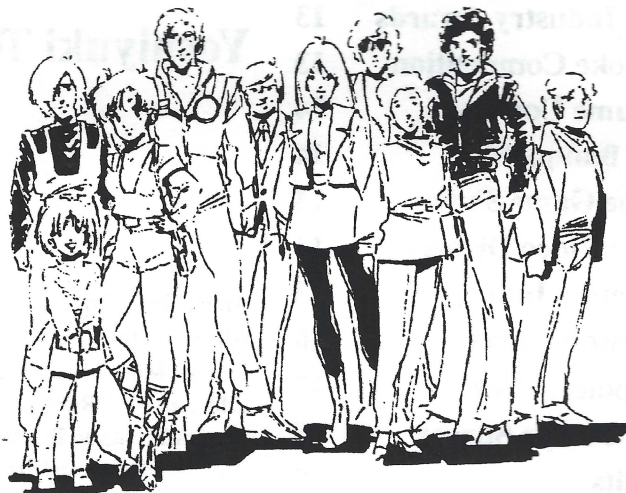
Anime Expo represents a unique cross-section of anime fandom. Particularly important are the members of Cal-Animage and CA-West anime clubs, but fans from all over the world have volunteered to assist in making this year's convention possible. Numerous companies, particularly U.S. Renditions, L.A. Heroes, Viz, Nikaku, AnimEigo and *Animag* have gone out of their way to spread the word of our exposition,

donate equipment, films or videos, and assist us in getting Guests of Honor.

The final thing to remember is that the SPJA is a non-profit corporation and that Anime Expo is run by anime fans for anime fans. Without all of the club presidents, phantom subtitlers, computer bulletin board operators, and those supporting these activities, we wouldn't be here today.

## WHO WE AREN'T

The Society for the Promotion of Japanese Animation and Anime Expo are not related in any way shape or form to AnimeCon Corp. or AnimeCon '91 or AnimeCon '92. The SPJA is a non-profit corporation devoted to the promotion of Japanese animation and to promote goodwill between the anime industry and fandom. AnimeCon Corp. is a standard California corporation whose goals and purposes are different from ours.





# Registration

## REGISTRATION

Anime Expo '92 will feature a computerized registration system that should make registering at a convention one less nightmare to worry about. With the help of computer technology and a lot of hard work, registration will be completely computerized this year.

One way in which you can help us to process your membership more accurately and efficiently is to inspect the address label on the cover of your Progress Report. The information should be listed as follows:

### Membership #, Membership Status

Code  
Name  
Fan Name (If any)  
Address

The status codes can be read as follows:

M=Member    G=Guest  
S=Staff      D=Dealer  
A=Associate Member

If there are any errors, please mail us the correct information immediately so that we can correct it before the convention.

Registration will also be open on Thursday evening to allow all of you early birds to avoid lines the next day. We will ONLY be processing people who have pre-registered. If you or a friend wants to purchase a membership at the

con, you'll have to wait and fight it out with everyone else on Friday.

An Associate Membership WILL NOT get you into the convention. Only with the approval of the Registration Coordinator will Associate Memberships be transferred into convention memberships and vice versa. This policy is more for those who can't attend as opposed to those who can't make up their minds.

We at Registration Services have labored hard to make Anime Expo '92 one of the

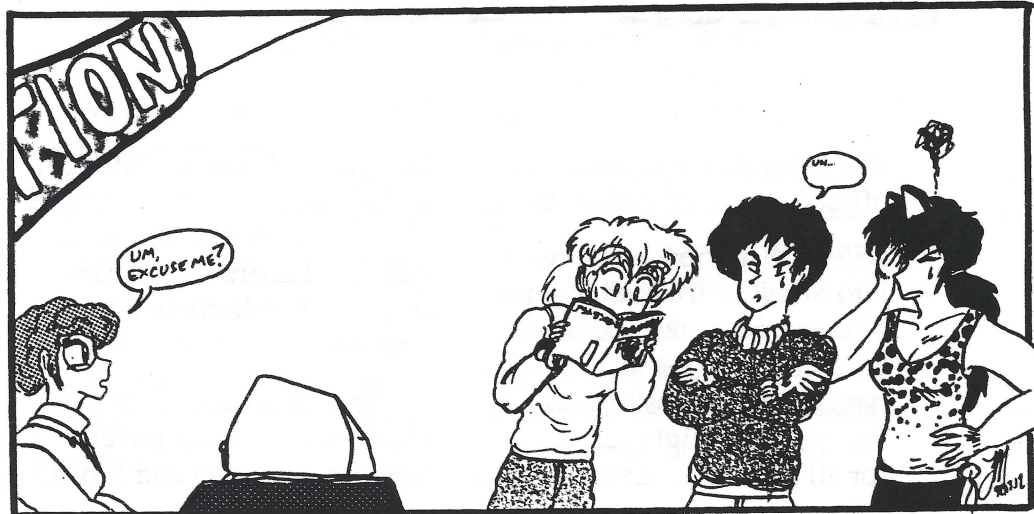
least painful registrations in convention history. Remember, we're only human. Be nice to us and smile. It makes processing 3,000 fans a lot easier!

## MEMBERSHIP RATES

As a quick reminder, Anime Expo memberships are currently \$40. This rate will be honored until June 15th. After June 15th, memberships will only be taken at the convention. The membership rate at the convention is \$45. One day memberships will cost \$25 per day.

## ASSOCIATE MEMBERSHIPS

If you or a loved one cannot attend Anime Expo, we are also offering Associate Memberships in addition to our standard ones. An Associate Membership allows people to participate in the convention without having to be present. With the purchase of a \$15 Associate Membership, individuals will receive the Anime Reference Guide, the Program Book, and the Progress Reports (as long as we still have them), and all other SPJA publications. If possible, Associate Members will be allowed to vote on the annual SPJA industry awards.





# T r a v e l I n f o

## AIR TRAVEL

As the largest international Japanese animation convention, Anime Expo realizes that we aren't your typical "Let's-jump-in-the-car-and-go-to-a-convention-today" convention. For this reason, we have selected Ladera Travel Service as our official travel service,

has arranged a 5% discount from American's lowest excursion airfares that are wholly within the United States and upwards of 20-40% off of full priced flight tickets. Different discounts are also available for international travel from Canada and other

1992, and fly into either San Jose, San Francisco, or Oakland Airports. Other restrictions may apply.

Ladera Travel is ready to assist you with your plans. Knowledgeable travel agents who are also avid science fiction and anime fans will be glad to arrange your trip to Anime Expo, as well as pre-and post-convention tours. They can help with airport-to-hotel transportation, car rentals, hotel reservations, and sight-seeing.

Out of state anime fans may want to consider visiting California's other attractions such as Napa Valley, Disneyland or the San Diego Zoo before returning to their respective states. If this is the case, Ladera Travel would be happy to make the arrangements, and American Airlines may still be able to offer you the Anime Expo discount rates for the trip home.

For reservations & information, call: Ladera Travel, 1-800-624-6679 (outside California, but inside the U.S.), or, 1-213-772-1511 (inside California, or from outside of the U.S.).

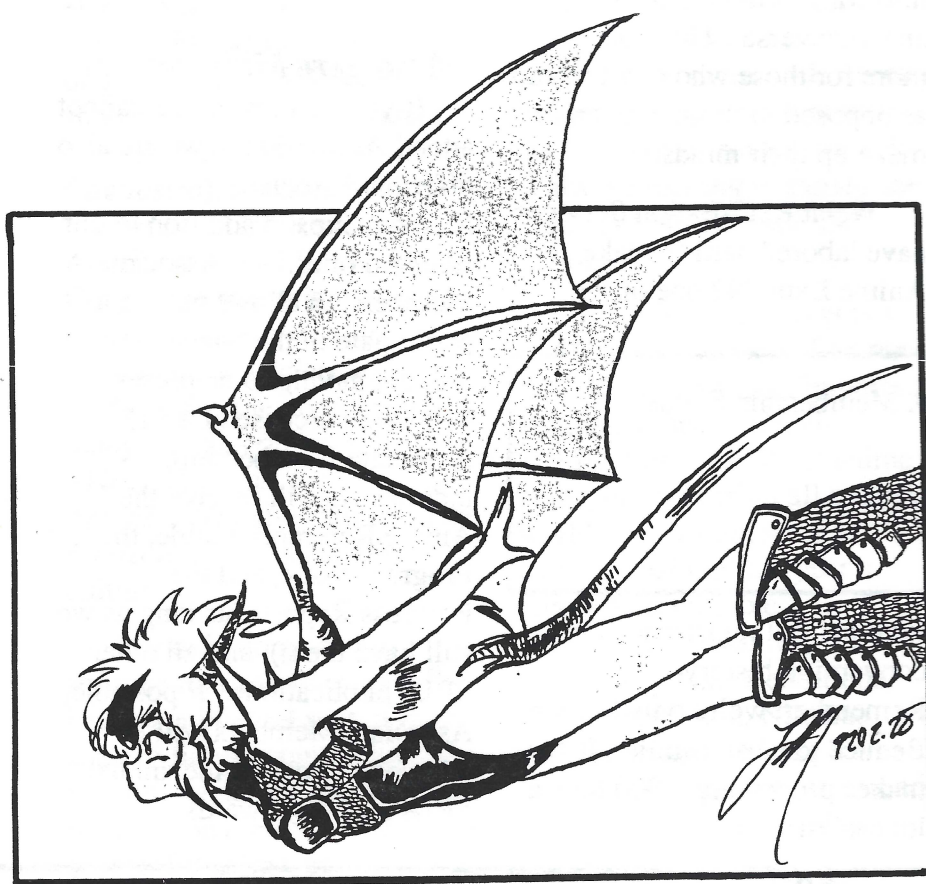
You may also FAX questions to 1-213-322-9900. Ladera Travel guarantees a speedy response. International travelers may find this option to be especially useful for avoiding long and expensive conversations.

and American Airlines as the official airline of Anime Expo.

With frequent service into San Jose from all regions of the United States, Canada and the rest of the world, American Airlines insures the best possible flight schedules for all attendees. Ladera Travel

international points. Putting it simply, no matter how cheap of a ticket you find on American Airlines, Ladera Travel can arrange for a discount on the discount.

To take advantage of these discounts, you must travel between June 28th and July 9,





## BAY AREA ATTRACTIONS

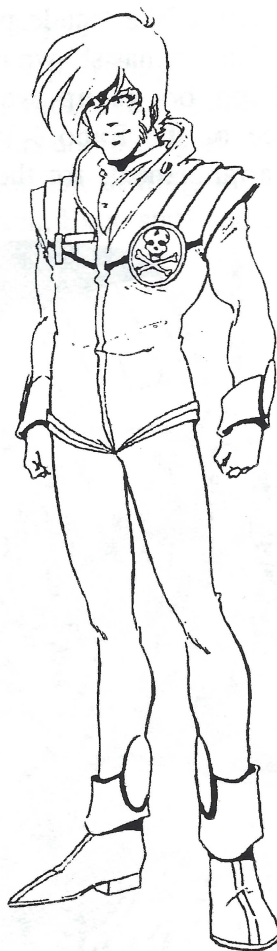
For those of you who get bored of the Expo (perish the thought!), the San Francisco Bay Area boasts a mind-boggling variety of attractions.

In San Jose itself, the new Technology Center, the San Jose Children's Museum, the Martin Luther King Library, and the Shopping Pavilion (all accessible by Light Rail) are all possibilities for an afternoon, as are any of SJ's fine restaurants (Recommended: Cathay/Genji, SilverMax, Original Joe's, and Gombei's in Japantown. Just ask any staff member for directions.).

North of San Jose by freeway is lovely Palo Alto. Here, amid some of the loveliest landscape in the state, is situated famed Stanford University and the Stanford Shopping Center.

Farther north is the City by the Bay itself. From the breathtaking Golden Gate Bridge, the list expands to include the Exploratorium, the lovely Golden Gate Park wherein lies Steinhart Aquarium and the California Academy of Science, Ghiradelli Square (a favorite of this chocoholic), and the splendors of Chinatown and Nob Hill, among others. For those fans who come 'for a purpose,' SF Kinokuniya, Japan Video, Mikado, and other fine shops with anime/manga-related products await in SF

Japantown. A little off the beaten track, a model-maker's dreamshop, Newtype, awaits. Another must-go is the ultimate video shop, Laser Perceptions, home of numerous misbegotten anime LD's. And did I forget the Berkeley, the Bay Area's third anime stronghold.



We who make the Bay Area our home can perhaps be forgiven if we're a little smug about it. Nevertheless, "home is where the heart is." We hope you will remember and keep in touch with us when you leave. It will make your return (and we know you will) that much more welcome.

## LOCAL AMENITIES

The first local amenities to consider are the staffs of Anime Expo '92 and the Red Lion Inn. If you have any questions, comments, or problems, please let us know. We realize how difficult things can be at a con, especially for those of you coming out-of-area. Please have every basic preparation, especially as regards money transfers and currency conversions, done before you arrive. Anything else (except parking) we should be able to help with.

The next thing to consider is the San Jose Light Rail System, better known to locals as 'the trolley.' Cruising up and down First Street up into downtown SJ, it'll take you past several banks with ATM's, numerous small shops, fine restaurants like the Cathay/Genji and Original Joe's, and local places of interest like the Technology Center and the Martin Luther King Library.

Finally, an anime fan's visit to San Jose just wouldn't be complete without a visit to SJ Japantown with its full selection of Japanese and anime-related merchandise.

We who are both anime fans and San Jose natives are proud of the fact that San Jose was selected as the site for Anime Expo '92. We hope our many future friends will appreciate the heart of Silicon Valley as much as we do.



## HOME AWAY FROM HOME

The Red Lion Hotel will be our own private world for four days. Not only is this hotel equipped for convention work, but they actually look forward to seeing us every year! The Red Lion Hotel has been the home of several fan conventions, including Baycon, Silicon, Timecon, and others.

If you've ever attended a small convention in a second-rate hotel, the Red Lion Hotel may be a shock to you. Each room is roughly two to three times larger than your average motel room and features plush carpeting, air conditioning, either a King, or two Queen sized beds. Every room comes equipped with a color television set, and for a small fee, the Red Lion will hook up your VCR to the TV so that you'll never have to worry about missing any of our programming while out enjoying one of the many activities planned for the Expo.

Other features of the Red Lion Inn are their helpful and hospitable staff, Maxi's restaurant and the Coffee Garden, each offering meals to suit your schedule and your wallet. The Red Lion also features a weight room for those of you who have spent too much time sitting in front of the TV and numerous other services that only first-class hotels carry.

For four straight days, the attendees of Anime Expo will have access to the full resources

of the hotel's support staff. Yes! That means we don't have to make our own beds. No messy cooking and cleaning, almost like having Mom here. All we do is check in, get our rooms, and have fun!!!

If you've forgotten to make reservations at the home of the anime party of the decade, please hurry. History has shown us the Red Lion books up well in advance of the Expo. We've made arrangements for the San

Jose Hyatt to act as the overflow hotel, but most of the programming activities will be held at the Red Lion.

Room rates for both the Red Lion and the Hyatt are \$62 per night for a single, \$69 for a double, \$75 for a triple, and \$81 for a quad. Make sure that you call the Red Lion Inn at (408) 453-4000 and mention Anime Expo to insure that you get your room at the special Expo rates.





# H o t e l I n f o

## CON SUITE

Anime Expo '92's Con Suite will offer the perfect place for an anime fan to relax and unwind from a hard day of shopping in the Dealers' Room, standing in line for GOH signatures, attending our panels, viewing our video programming, etc., and meet and interact with other fans in a pleasant and convivial surroundings. The eats are free and our hospitality crew is the best any con can offer in their professionalism, courtesy and concern for the individual fan.

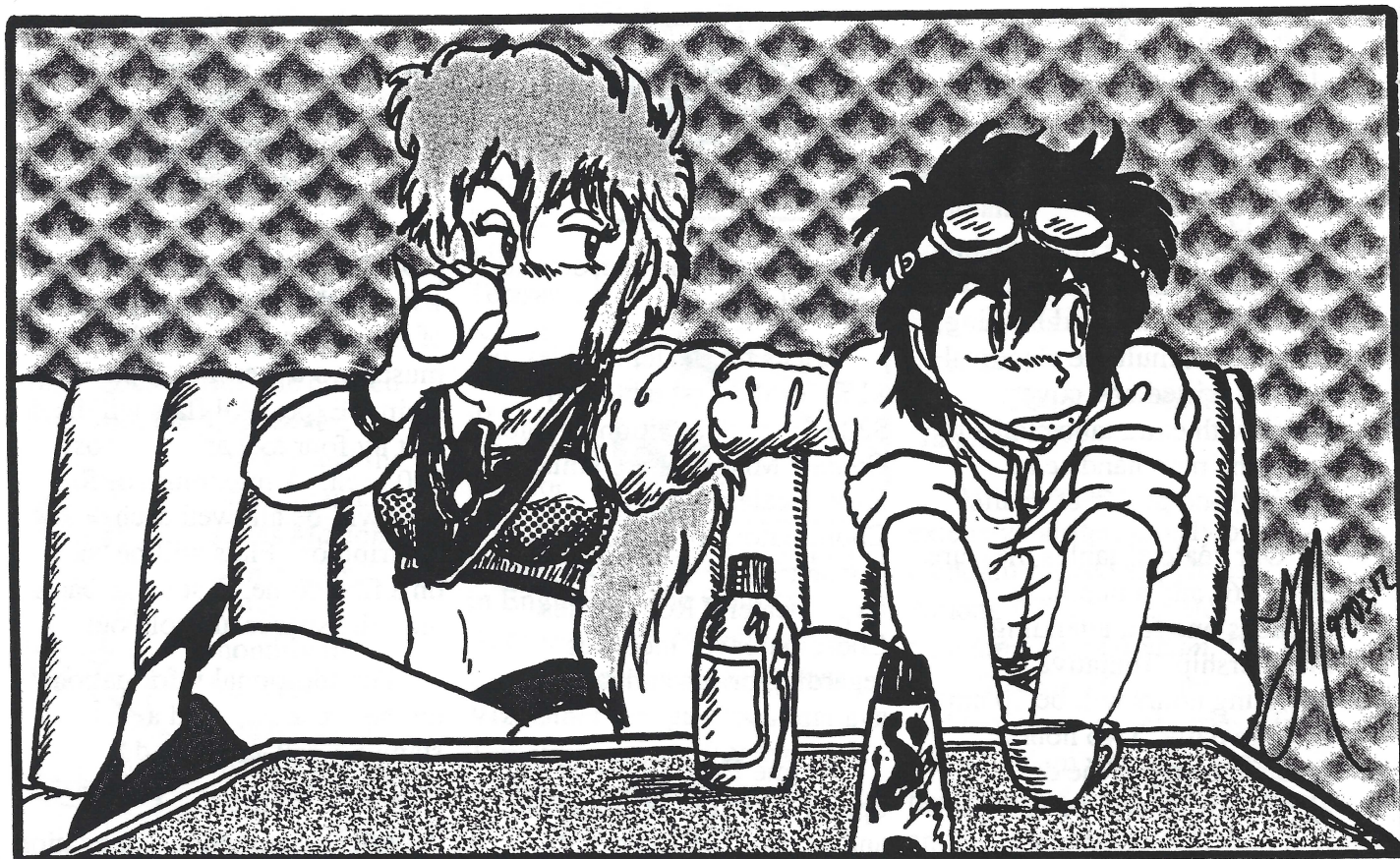
Among the goodies offered will be popcorn, fresh fruits and vegetables, cold cuts and cheese platters, chips, cookies, various hot dishes, candies, coffee, tea, soft drinks -- in short, anything to get the eager fan through the day.

In addition, there will (possibly) be stereo sound systems playing your favorite anime hits, well-lit patios for smokers and plenty of comfortable seating. In addition, Expo staff and guests will constantly be dropping in, so who knows who you may meet and chat with.

## PARTIES

The Red Lion Hotel's second floor is reserved for parties. Floors 3 through 7 are our quiet floors. When making reservations, please specify whether you want a "Party" or "Quiet" floor as well as smoking or non-smoking.

To host a party or gathering, contact Chris Knight, the Anime Expo Hotel Liaison, and ask about booking a party room.





# Collector's Corner

## DEALER'S ROOM

As the largest event of its kind for Japanese animation in the United States, Anime Expo '92 has the largest assortment of dealers in the industry to fill its huge Dealers' Room. True to expectations, our Dealers' Room will be an anime fan's dream come true. With 7,500 square feet of space and 64 dealers' tables, expect every table to be crammed with every conceivable variety of Japanese popular culture. Fans with both light pockets and stuffed wallets can expect to fill their wheelbarrows with videos, manga, models, posters, magazines, toys-you name it! Not only commonplace "must-haves", but rare or hard-to-get items and the latest from industry giants will be available. As if that weren't enough, fans can even have some of their booty signed by one of our Guests of Honor!

Anime Expo's dealer's room is located in the heart of our convention with good lighting, wide aisles, multiple electrical outlets, skirted and covered tables with extra tablecloths to cover the merchandise at closing, and plenty of chairs.

Our dealers' tables measure 30" x 96" and a purchase includes one full attending membership. Tentative operating hours will be 10 am til 6 pm daily. Two hours before closing, if the dealers agree, closing will be delayed til 8 pm. There is a 4 table per dealer limit, and it is recommended that you bring necessary sales licenses since

many of the copyright holders will be at the Expo. Dealers with illegal merchandise will be asked to leave the Expo if they cannot prove that they have



licensing agreements from the right holders.

Prices for dealers' tables are \$150 for the first table and \$225 for each additional table. Contact Mike Rupert, Anime Expo Dealers' Room Coordinator, for more details. Contact Terry Yeung, Anime Expo Dealers' Room Sales Coordinator for inquiries regarding prices and table availability.

Anime Expo '92 is THE opportunity for the anime fan and dealer. The Expo staff hopes that both will "be fruitful and multiply," and return next year!

## ART SHOW

The Art Show at Anime Expo will be run jointly by the SPJA and the American Animation Foundation, a charity group dedicated to

providing worth-while charities with needed funds in the name of animation. All contributors must have a membership at Anime Expo. All flats will be 4 feet by four feet and will cost \$10 each. A maximum of four flats will be allowed each contributor. Flats will be sold on a first come, first serve basis until the spaces are sold out.

For additional information on the art show, send a stamped, self-addressed envelope to:

American Animation Foundation  
Attn: Anime Expo Art Show Coord  
2425 B Channing, Suite 656  
Berkeley, CA 94704



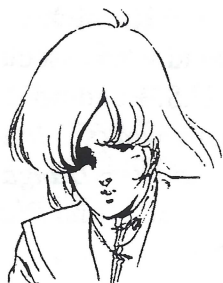
# Guests of Honor

## HARUHIKO MIKIMOTO

Because of *Macross*, AKA the first part of the *Robotech* series, Haruhiko Mikimoto may be the Japanese animation artist most familiar to American fans. After working as an assistant character designer on the *Galaxy Express 999* series in the late seventies, he became the character designer for the original *Macross* series. From his talented hands came Lynn Minmay, Hikaru Ichijo (Rick Hunter), Misa Hayase (Lisa Hayes) and other well-loved anime celebrities.

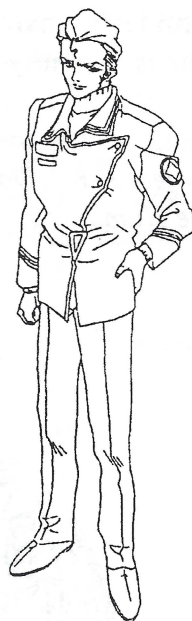
Mr. Mikimoto is also the character designer for the *Macross* movie, "*Do You Remember Love?*", the *Orguss* television series, and the *Gunbuster*, *Gundam 0080*, *Salamander* and *High Speed Jecy* OAV series. He created Eve from the *Megazone 23*

OAV's and the ongoing manga series *Marionette Generation*, serialized monthly in *Newtype* magazine. The character designs from the current *Macross II* OAV series are also his creations.



## MINORU TAKANASHI

Minoru Takanashi is the producer and director of the *Macross II* OAV series. He also produced the *Gunbuster* OAV series and the live-action *Guyver* movie.



## BUICHI TERASAWA

A legend in the world of Japanese manga, Buichi Terasawa's work shows the results of a unique juxtaposition of influences from American comics mated with his amazing talent.

Mr. Terasawa is best-known to American fans for his

*Space Cobra* series, published in English by Viz Comics. Another series, *Midnight Eye Gokuu*, is also available from Viz. Other manga series by Terasawa include *Bat* and *Kabuto*. Among the anime gems based on his works are the *Space Cobra* TV series and movie and the *Midnight Eye Gokuu* OAV series.



## YOSHIYUKI TOMINO

Yoshiyuki Tomino is the creator of the original *Gundam* series. A multi-talented personality, he wrote the story and did much of the conceptual artwork for what became the Japanese equivalent of *Star Wars*. He is a multi-media phenomenon

whose credits to date include producing three TV series (*Gundam*, *Zeta Gundam* and *Double Zeta Gundam*), two OAV series (*Gundam 0080* and *Gundam 0083*) and five movies including *Char's Counterattack* and *Gundam F-91*.

Mr. Tomino is also an extensive writer, mostly of Gundam-related storylines. Among them are the *MS Gundam*, *Zeta Gundam*, *Double Zeta Gundam*, *Gundam F-91* and *Gaiagear* novel series. His non-Gundam work includes being one of the staff writers for another Japanese craze, the *Space Cruiser Yamato* series.





# American Guests

## Ben Dunn

Ben is a comics artist familiar to many American fans of manga. His own comics creations include *Mighty Tiny* and *Tiger-X*, as well as the ever popular *Ninja High School*. He started the independent comics publishing company Antarctic Press in 1985, which publishes numerous other titles including *Mangazine* and *Furlough*.

## Ken Iyadomi

Ken is the Executive Producer of *Macross II*, *Guyver* and several other hits released by U.S. Renditions. Ken is also a member of the Akira committee, the group behind Katsuhiro Otomo's brilliant film adaptation of *Akira*. He is currently the president of Hero Communications, a company devoted to the proper importation of Japanese animation to the United States.

## Trish Ledoux

Trish is best known for her role as editor and guiding light of *Animag Magazine*. Among her other credits is her role as the translator for the English translation of *Gunbuster*.

## Luke Menichelli

Luke is currently one of the editors of *Animenominous!*.

## Robert Napton

Robert is an associate producer at U.S. Renditions. Among his many works is *Macross II*, *Gunbuster*, *Dangaioh*, *Orguss*, *Appleseed* and *Black Magic M-66*.

## John O'Donnell

John is currently the president, U.S. Manga Corps. Among Manga Corps' many works are *Project A-Ko*, *Dominion* and *The Humanoid*.



## Claude Pelletier

Claude is the publisher and editor at Ianus Publications, the creators of *Protoculture Addicts Magazine*, the *Anime Posterzine* and the *Anime Shower Special*.

## David Riddick

David is an associate producer at U.S. Renditions. Among his many works is *Macross II*, *Gunbuster*, *Dangaioh*, *Appleseed* and *Black Magic M-66*.

## Fred Schodt

Fred is one of the most respected members of the anime community. Among his many contributions are his translated Gundam novels and his authoritative book on the history of Japanese comics, *Manga! Manga!*.

## Jeff Thompson

Jeff is one of the editors of *Animenominous!* magazine.

## Steve Wang

Steve is one of the co-directors of the live-action *Guyver* movie soon to be released by New Line Cinema. He was also the costume designer for *Batman Returns*, *Predator*, *Guyver* and a voice actor for the English-dubbed version of *Macross II*.

## Robert Woodhead

Robert is the president and founder of AnimEigo. Among his numerous translated works are *Madox 01*, *Riding Bean*, *Bubble Gum Crisis 1-8*, *Bubble Gum Crash 1-3*, and *Vampire Princess Miyu*.

## Toshi Yoshida

Toshi is best known for his role as editor and guiding light of *Animag Magazine*. Among his other credits is his role as the translator for the English translation of *Gunbuster*.



# P r o g r a m m i n g

## LIVE PROGRAMMING

We hope to have two simultaneous tracks of Live Programming, featuring our guests and panelists from late morning through late afternoon every day of the convention.

Every day will also have at least one "special event". These include: Friday, Meet the Guests Reception; Saturday, Dinner Banquet and Masquerade; Sunday, Brunch and Karaoke; Monday, Anime Fast Forward Finals (qualifying rounds will be held every day).

Our Guests of Honor will be participating in panels on various subjects that will focus on each GoH's contribution to anime. Questions will be taken from the audience, but many will be asked in advance to help the language barrier.

Each Guest of Honor will spend a number of hours signing autographs. In order to help alleviate the long lines last year, the following scheme is being proposed: if you want a GoH to draw a sketch, you will need to purchase a ticket ahead of time. The proceeds of the ticket sales will be donated to charity. Fans seeking sketches will wait until near the end of the specific autograph session they purchased a ticket for. When that time arrives, the GoH will draw sketches. Until that time, the GoH will only give autographs.

We plan to have plenty of panels of our American guests too. These have not been scheduled yet, but we hope to

have a rematch of the "Dubbing vs. Subbing" panel featuring representatives from US companies that are producing either kind of anime for the American audience. Also look for more of the "Focus" panels to introduce you to a series or extended series of some kind. Currently in the works are other panels talking about animation and its relationship to society.

## AUTOGRAPHS

An AVERAGE of three hours of autographs per day, per guest. What will probably actually happen is that each guest will do two days at 4 hours, and the other two days at 2 hours. This is to facilitate scheduling on our end.

## ANIME REFERENCE GUIDE

Cal-Animage will continue its tradition of publishing the *Anime Reference Guide* so anime fans will be able to understand the torrent of anime video programming that fans will be watching this year.

This year's book will feature many of the more popular synopses from last year, corrections of old synopses and some info on the latest releases. The highlight of this year's book will be an original cover done by Haruhiko Mikimoto highlighting *Macross II*, his latest release.

## VIDEO TRACKS

This year's Anime Expo Video programming features two continuous tracks of anime movies, series episodes, and original animated videos, and a third broadcast-only-track of information and scheduling announcements. The third track will be primarily a conduit for convention announcements including schedule changes in the video programming, but may be used in off hours to show special features.

All three tracks will be broadcasting 24 hours a day over the four days of the exposition with official programming commencing at noon on Friday, July 3rd, and ending 4pm Monday July 6th. However, the showing rooms for tracks one and two will be closed at 2am each night and reopen at 10am the following morning. The two showing rooms will feature 150+ seat video theaters, large screen projection television and full dolby stereo sound.

## ANIME EXPO FILM FESTIVAL

Anime Expo '92 will be featuring a 16mm film program this year. The film rooms at the Red Lion Hotel will feature theater seating for over 200 people, with both 35mm and 16mm on a big screen.

The film rooms will begin showing films late in the morning and close down in the late evening for all four days of the exposition.



# Programming

## *ANIME EXPO INDUSTRY AWARDS*

As the largest gathering of anime fans and industry leaders in the country, the Society for the Promotion of Japanese Animation will be starting a new tradition, the Anime Expo Industry Awards. Categories for the Ani's will be announced in PR#2. Fans will be able to nominate their favorite works by mail. The top four nominees in each category will then be announced at the Expo. Ballots will be available inside the registration packets. Ballot boxes will be located at the Expo information desk.

Sunday, at noon, the voting will be closed. Results will be announced during the awards ceremony on Sunday night.

Some of the categories that will be available are: Best Anime of 1991, Best Subbed Work, Best Dubbed Work, and most outstanding American Company of 1991.

Fans with suggestions for categories are welcome to mail them to us. All categories must be anime or manga-related, and all nominees must have been released after Jan 1, 1991.

## *KARAOKE COMPETITION*

Fans who want an opportunity to release some of the stress related to bargaining for Totoro posters all day, may wish to compete in our Karaoke competition.

With an audio set-up, projection TV screen, and lots of Karaoke CD's, our Karaoke competition may offer both memorable and forgettable experiences for many fans. Try your best Kanako Wada or Reba West and see how you sound. You may be more talented than you thought!





# A c t i v i t i e s

## *COSTUME CONTEST*

All people interested in participating in the AnimeExpo masquerade activities should carefully note the following: 1) In order to participate in the formal masquerade, costumers must register for it at the registration desk, providing their names, information about their costumes, and any special information (i.e., if there is a background music tape submitted to go with the costume presentation, etc.) 2) Costumers may display their outfits singly or in small groups, and may if desired do so in the context of a short skit of up to two minutes in length. This time limit will be strictly enforced! The choice whether to use a skit or merely a walk-on display is entirely up to the individual. 3) Costumers may submit a tape of background music and/or narration to go with their presentation. Submission must be at the registration desk along with sign-up and the tape must be clearly labeled with the entrant's names and their presentation. Also, we tentatively plan to have a video projection screen background a library of anime video, so it may be possible to request a background scene from our stock video or the entrant can bring their own video background. This too must be noted at registration. Please note, however, that this plan is tentative and not fully certain yet. 4) We plan to have a large everybody-gets-in-the-act skit to entertain the audience during the break when the judges will

tally their votes. Participation in this group skit is separate from the masquerade proper and is entirely voluntary. However, if you wish to participate you must register \*separately\* for this at the registration table and also must attend the planning session and rehearsal, the times and places for which shall be posted at the convention. Failure to register or attend these meetings will prevent participation in the group skit!

## *GoH BANQUETS*

Anime Expo will be featuring Gust of Honor banquets to allow fans to sit and meet with their idols on an informal basis.

On the first Saturday of the Expo, we will feature an early dinner with the GoH's. For \$35, you can enjoy a dinner buffet of BBQ chicken, BBQ ribs, corn on the cob, biscuits and honey, assorted desserts and your choice of coffee, tea, decaf or ice tea.

On Sunday, the Expo will be hosting the GoH buffet brunch. For \$25, fans can enjoy fresh orange juice, fresh fruit, breakfast cereals, scrambled eggs, scrambled eggs, bacon and sausages, assorted danishes, croissants, muffins and for those who stayed up all night watching videos, coffee.

Tickets go on sale at the Expo, and more details will be in PR #2.

## *ANIME GAME SHOW*

Carrying over a tradition set by the late, great Baycon anime program, Anime Expo will feature an anime game show. This will be a live event running each night during the convention, whose focus will be an exciting trivia contest about Japanese animation and manga that has been animated.

Each game will have three contestants. The game will have no specific time limit, but will be broken into two segments. The first segment will end when half the questions have been asked. There will be a 5 to 10 minute break while the second segment is set up. This will feature the remaining questions, and a "Final Jeopardy"-like question in which the three contestants will bet portions of their point total on a given questions in order to win the game. The three game winners with the highest point totals will compete for a grand prize on the final night of the convention. Currently with the convention lasting four days and three nights, we will probably have 5 games and 1 championship game.

## *WANTED: MUSIC VIDEOS*

During the Costume Contest, we will screen fan-made anime based music videos. People wishing to submit videos should bring them to the registration table, clearly marked with your name and address. All videos will be reviewed by the staff before screening and the number played will be limited by time.



# Volunteer Info

## ANIME EXPO '92 NEEDS GOPHERS!

In the world of science fiction and comicbook conventions, one of the largest and most integral part of the convention is the gopher. This year Anime Expo '92 will be looking for a few good gophers because without good gophers, this expo will not happen. Gophers both historically and figuratively have been the lifeblood of a convention and is the part that most people can point to as a indication of how the expo is going.



### ***THE FEW, THE PROUD, THE ANIME EXPO GOPHER.***

As an Anime Expo Gopher, you will have many duties and responsibilities that you will be entrusted with. You will be part of a team that is vital to the smooth running of the expo.

and have a hand in making this expo a success.

In your 16 hours of work for the expo you will be asked to do many things, meet many different people and basically go places that many fans have never gone before. You also might be asked to become part of the expo staff as many of the depts may have positions that need filling by qualified individuals.

So what will you be doing at the expo? You will be doing a lot of different things such as: assisting convention security, helping the expo staff and guests, monitor the video rooms and panels, prepare information packets, help register fans, handle equipment, do general set-up and most importantly be the ambassadors of the con to the fans.

You may have asked "Is this work rewarding?" and the answer is a resounding YES!!!!!! Not only are you sharing and exposing anime to new fans, but when you have helped all the little emergencies that can pop up at a convention the size of Anime Expo, and everyone, even you, are having fun, your reward is knowing that you have helped thousands of fans witness first hand all of the magic and splendor of anime.

### ***WELL WHAT DO I GET FOR BEING A GOPHER?***

The major benefit that a Anime Expo gopher gets is a full refund of their membership



fee and a gopher badge and T-shirt. Also if you need a place to sleep, we have set aside a couple of rooms as Gopher crashes (just don't expect a lot of privacy). Gophers that are short of cash can also expect at least one free hot meal a day each day they work.

Well that's everything except, **REGISTER NOW** because we will not be taking any at con registration for gophers this year and your refund check, will be given to you at the end of the expo, needs to be made out prior to the expo. So sign up now and give us your 16hrs of time and we will give you an experience that you will never forget.

Contact Robert Loo,  
Volunteer Coordinator.



# Volunteer Form

Name Last, First, MI: \_\_\_\_\_  
Common Name: \_\_\_\_\_ Age: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_  
Zip: \_\_\_\_\_  
Phone# Hm: (\_\_\_\_) \_\_\_\_\_ Wk: (\_\_\_\_) \_\_\_\_\_

In case of emergency contact:  
Name: \_\_\_\_\_ Phone#: (\_\_\_\_) \_\_\_\_\_

Have you worked any other convention?: \_\_\_\_\_  
(if you answered yes above please list con and position on a separate sheet)  
Any limitations: \_\_\_\_\_

Waiver: I, the below signee, understand that in exchange for working at least 16 hrs. as an AnimeExpo volunteer, I may receive nothing more than the return of my membership fee. I agree that I will be solely responsible for any acts of willful misconduct which I may perform while on the convention premises. I will not hold Anime Expo, its representatives, or the Red Lion Hotel responsible for any damage caused by my actions or for any injury to me or to others which may occur as a results of my actions.

Signee: \_\_\_\_\_ Date: \_\_\_\_\_

Waiver (Age 18 or below-Parent or legal Guardian must sign below):

I state that I am the parent or legal guardian of the individual named above. I understand and agree to the conditions set forth above. I hereby grant permission for him/her to work as a volunteer at Animecon as set forth in the above statement.

Sign: \_\_\_\_\_ Date: \_\_\_\_\_

**\*All Gofers must be registered as a member of the Expo before their volunteer form is processed. A copy of the rules and other info will be sent after receiving the volunteer application.**

For department use only:

Dept. assignment:

Art Show ____	Auction ____	Con Suite ____	Dealers Room: ____
Hospitality ____	Registration ____	Video ____	Game Show ____
Panels ____	Guest Liaison ____	Interpreters ____	Programs ____
Misc. ____			



# Weapons Policy

All of you costumers have seen this section before in other con publications. We at Anime Expo just want to make sure that you realize what applies to other cons applies to ours as well. Okay, here it comes...

All weapons worn as props (simulations, replicas, etc.) must conform with the "Dangerous Weapons Control Law," Part 4, title 2, section 1200-12590 of the California Penal Code (CPC). All such props must be registered with security for compliance.

California law prohibits convention goers from carrying genuine firearms whether they're loaded or unloaded.

All genuine firearms must be checked with the hotel at the door. Any convention member found to have firearms in their possession (except those covered under section 12002 of the CPC) at the convention is subject to arrest and confiscation of their weapon by the Santa Clara Sheriff Department. Furthermore, they may have their membership cancelled by Anime Expo and be asked to leave and check out

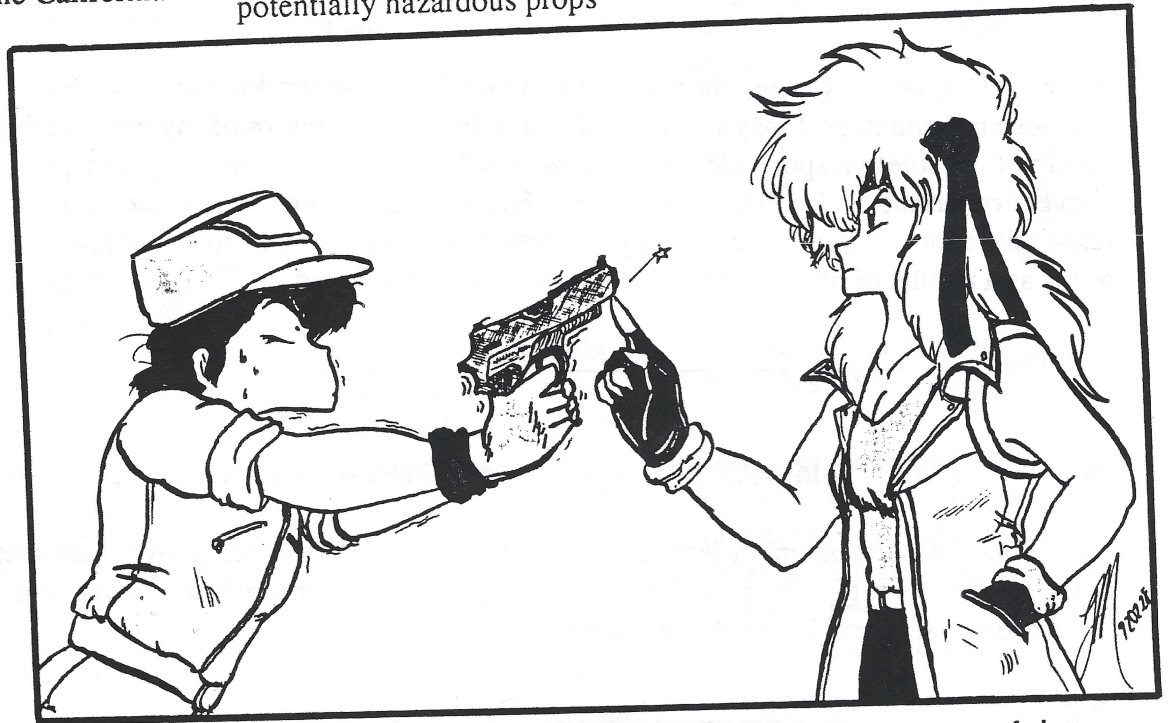
by the hotel.

All functional weapons such as crossbows, throwing knives and stars, bows, boomerangs, darts, flame throwers, tazers, etc. are prohibited. Replicas of such weapons which are used as props are allowed, but must be inspected, approved and peacebonded by security.

All dangerous-looking or potentially hazardous props

description of the weapon itself will be kept by security.

Anime Expo would like to give its costumed attendees as much leeway to get into character as is possible. However, we urge you to exercise common sense and courtesy. Remember that Anime Expo bears no responsibility or liability for any damages incurred by the use of prop weapons and that



must be inspected by security. Hotel and Anime Expo staff reserve the right to insist on inspection and clearance of all such props. The bearer will be required to sign a legal waiver excluding anyone else from legal obligation concerning the weapon and any damages resulting from its use. Full details of the owner/member of a prop weapon (membership number, room number, phone number, address, etc.) plus a

misbehaviour may result in a tightening of our weapons policy in future.

We request that all drawn weapons be peacebonded to prevent accidental usage. The owner/bearer of the weapon is responsible for the weapon and its usage even if he/she is not the wielder. Security will be happy to peacebond your weapon for you at no charge.



# Anime Expo Survey

*We can't schedule it if we don't know you want it"*

Please check the line with the appropriate answer

## Programming Interests:

Degree of Interest:	Great	Moderate	Some	Little	None
Anime Game Show	___	___	___	___	___
Art Auction	___	___	___	___	___
Art Show	___	___	___	___	___
Costume Competition	___	___	___	___	___
Dealer's Room	___	___	___	___	___
Film Tracks	___	___	___	___	___
Gaming	___	___	___	___	___
Panels (Fans)	___	___	___	___	___
Panels (Guests)	___	___	___	___	___
Panels (Guests of Honor)	___	___	___	___	___
Panels (Anime Overviews)	___	___	___	___	___
Parties	___	___	___	___	___
Meet-the-Guests Dinner	___	___	___	___	___
Meet-the-Guests Brunch	___	___	___	___	___
Video Games	___	___	___	___	___
Video Tracks	___	___	___	___	___

## Demographics:

	Yes	No	N/A
Do you own a VCR?	___	___	___
Do you own a laser disc player?	___	___	___
Do you own a computer?	___	___	___
Are you staying at the Red Lion Inn?	___	___	___
Are you staying at the home of a friend?	___	___	___
Are you commuting to the Expo?	___	___	___

## Publicity:

How did you hear about us?

	Yes	No	N/A
Fliers?	___	___	___
Comic Book Store?	___	___	___
Friend?	___	___	___
Anime Club?	___	___	___
Ads?	___	___	___
Newspaper?	___	___	___
Computer BBS?	___	___	___
Stores/Mail Order Services?	___	___	___
Radio?	___	___	___

## Free Answer:

Is there anything that we have not scheduled that you would like to see at Anime Expo?





# Anime Expo Staff

## STAFF LIST

**Chairman** Mike Tatsugawa

**Vice Chairpersons**  
Ken Tsai, Teresa Vergel

**Administrative Coordinator**  
James Matsuzaki

**Mail Clerk** Terry Yeung

**Mailing Coordinator** Ken Tsai

**Executive Secretary** Patricia Wong

**Official Mascot** BEAR

**Hotel Liason** Chris Knight

**Registration Supervisor** Terry Yeung

**Asst. Registration Supervisor**  
Teresa Vergel

**At-Con Registration Supervisors**  
Terry Yeung, Teresa Vergel, Richard Paw

**Treasurer** Patrick Tantraphol

**Asst Treasurer** Alan Kumashiro

**Pre-Con Treasurer** Larry Wong

**Hospitality Coordinator** Derek Smith

**Press Relations Supervisor**  
Peter Wong

**Marketing/Public Relations Director** Peter Wong

**Publications Coordinator**  
Mike Tatsugawa

**Asst. Publications Coordinator**  
Teresa Vergel

**Publications Sales Director**  
Terry Yeung

**Art Director** Teresa Vergel

**Information Services Coordinator**  
Mike Massee

**Information Desk Supervisor**  
Chris Bride

**Daily Newsletter Supervisor**  
John D'elia

**Convention Operations Coordinator**  
Charlie Prael

**Asst ConOps Coordinator**  
Dave Medinus

**ConOps Staff** Lamont Graham,  
Ken Tsai

**Transportation Supervisor**  
Matt Schafirt

**Technical Services Supervisor**  
Rick Ney

**Communications Supervisor**  
Jo Goldberg

**Security Supervisor** Bill Hay

**Volunteer Coordinator** Robert Loo

**Art Show Coordinator**  
Patrick Tantraphol

**Programming Coordinator**  
Jeff Okamoto

**Asst. Programming Coordinator**  
Ed Goodwin

**Interpreters Coordinator**  
Andy Kim, Takayuki Karahashi

**Programming Crew**  
Chris Keller, Dawn Devinea

**Masquerade Coordinator**  
Walter Amos

**Game Show Coordinator**  
James Christensen

**Video & RPG Coordinator**  
Shawn Dudley

**Film Program Coordinator**  
Bruce Tureune

**Video Program Coordinator**  
Albert Wang

**AXTV Supervisor** Chris Swett

**AXTV Tech Supervisors**  
Ken Tsai & Mark Knapp

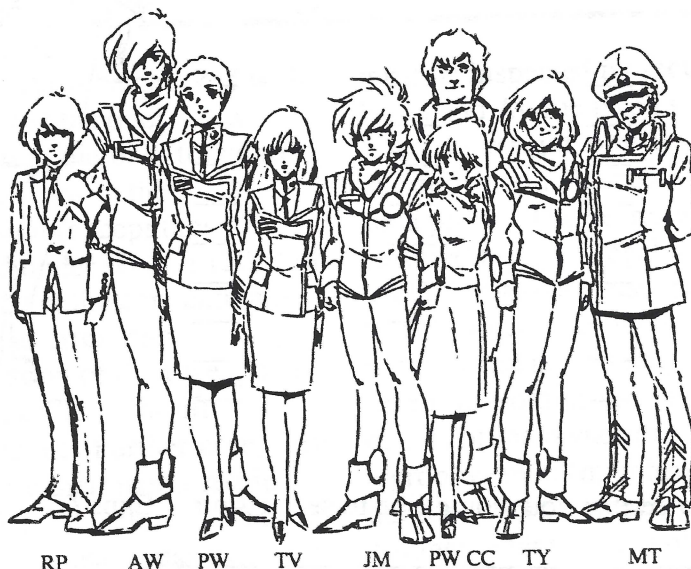
**Dealers' Room Coordinator**  
Mike Rupert

**Sales Supervisor** Terry Yeung

**AnimeExpo Dealers' Table Manager**  
Larry Wong

**and all the others...**

James Brookes, Ching-Fei Chang, Kong Chang, Mike Ellis, Shu Fuji, Julie Gavello, Scott Gosik, Ron Gross, Eric Hedman, Charles Ingalz, Galen Jang, Ron Jarrell, Kevin Karvonen, Grant Kono, Pat Lee, Maiko Lin, Stephen McCain, Ken Nakata, Naruto Nishizawa, Claire Smyth, Richard Uyeyama, Calbin Wade, John Williams, Paul Wilson, Albert Wong













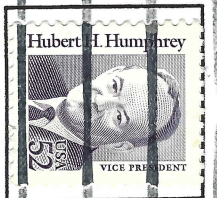




# Anime Expo '92

The International Animation Convention

c/o The Society for the Promotion of Japanese Animation  
2425 B Channing, Suite 684  
Berkeley, CA 94704



To:

